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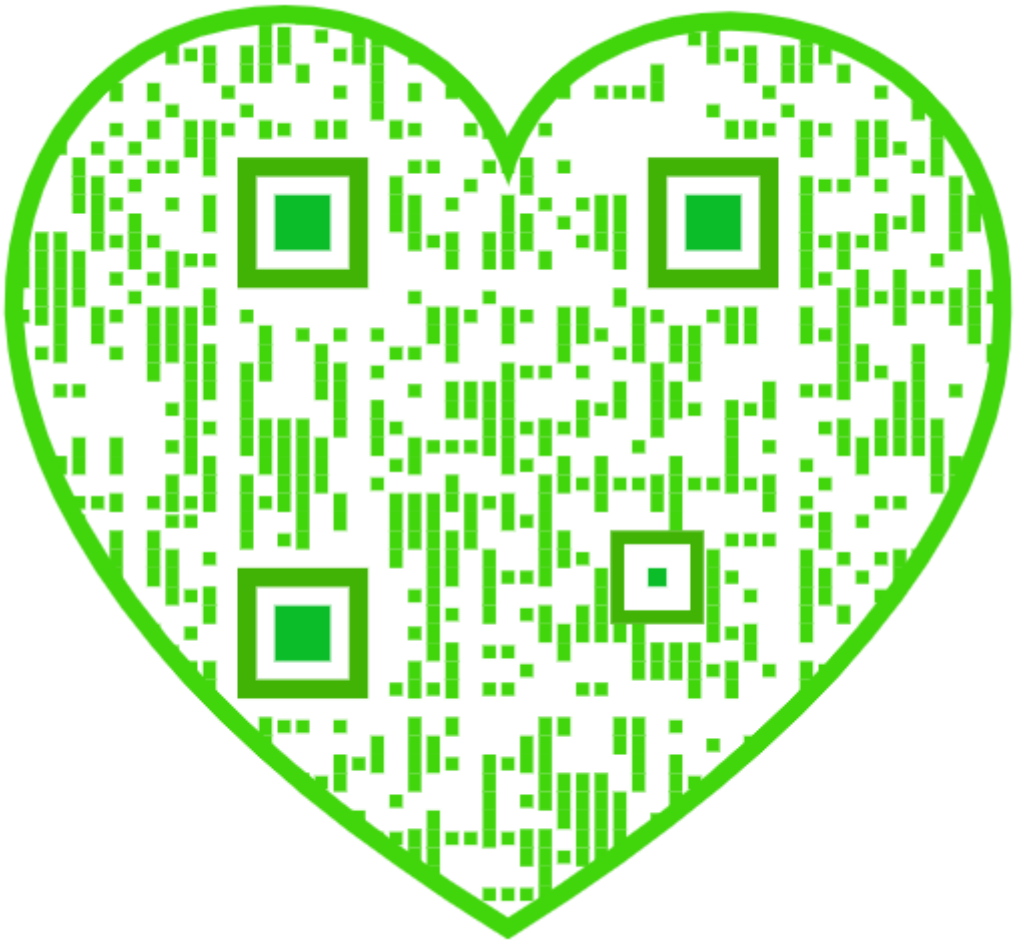

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Bishops Whist.

High time for something new in the card world.

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Bishops Whist,

By A. T. DANA,

AUTHOR OF

ROQUET.

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PART FIRST.

MOSTLY HISTORICAL.

WHEREIN WE DISCERN AN HISTORICAL APOLOGY FOR THE RANKINGS IN BISHOPS WHIST.

In Charlemagnes day, a period in history wherein we behold the feudal system in the zenith of its strength, the gulf which lay between the nobility and the common people,was as wide as that which yawns between the lowest level of the earth, and the crest of the loftiest cloud. The kingdom of France was then divided up into great fiefs, ruled by peers, or barons. who held absolute sway over everything within their domains, even the lives of their tenants, serfs, as they were called. Deeds executed in those times conveyed to the purchaser, not only the land and houses, but also the people, or tenants, dwelling thereon. The dark ages we of today term that period during which the feudel system existed, an epoch of time which laps over a thousand turbid years of desolated human history extending from 400 to 1400 A. D., or thereabouts. Centuries of human existence wherein the strong plundered the weak at will, and no strong arm to interpose. A time fruitful in ruthless, barbaric wars, in tilts and tournaments between men cased in steel armor, and in fanatical crusades, in the tumultuous folly of which uncounted millions of the human race miserably perished, the very chronicles of which seem only like inscriptions to human folly and superstition. In whatever light we of today may regard the dense ignorance, the superstition, the ruthless barbarity characterizing that age, who of us can be wholly insensible to the gorgeous dignity of that thousand years of feudal history. Could we with a wave of the hand conjure before us a long possession of feudal life what an array of half barbaric glory would greet us. Walled cities and castles without number, gloomy monasteries, magnificent cathedrals overtopped by glittering spires, kings and queens clothed in purple and gold and wearing jewelled crowns, bishops and cardinals habited in cassock and mitre, and none the less interesting than any, a multitude of knights clad in mail and armed with sword, shield, and battle-ax. History affords no character around which so strongly clusters the one idea of the heroic as the knight. Valient by reputation at least was the knight, and we of today, in fancy, picture him stern and dauntless in his armor coat, and withal as grim as the very shadows of the castle archways in the shades of which he so often loitered.

Over in France in those days, about 1396, a melancholy king sat on the throne, and to ease his despondency, his courtiers invented playing cards. These devices containing as they did four suits, or classes, they endeavored to make represent the four classes of society in the French kingdom, each class having its own kings, queens, etc. For instance, they designated one of these card suits the military class and distinguished it by putting on the representation of a pike, or spearhead, because the military were armed in those days with spears, hence the spearhead most fittingly typified the military class. We of today term this spearhead a spade.

How the inventors of cards in their efforts to render their cards a miniature, or representation, of the different classes of people in the French kingdom, faint as those endeavors may appear, should neglect to put in the bishop and castle with

their kings, queens, etc., may well surprise us. What attempt to copy feudal society by card cuts should we say half succeeded, lacking the bishop and castle, objects, or dignitaries if you so please to term them, quite as conspicuous in that age as kings or queens. Let us admit how much better the chess-board with king, queen, castle, bishop, knight, has succeeded in reproducing the feudal rankings than the old time card packs.

Oddly enough it must appear that in the five hundred years which have lapsed since 1396, the date when playing cards were first produced, it appears that no attempt has been made to re-arrange these old time cards in any order of ranking consistent with historical accuracy. The reason becomes obvious when we consider that the bishop and castle had never made their appearance in the packs, hence of very necessity with ace, king, queen, and jack or knight as the fourth rank card, nothing like historical accuracy could possibly be obtained, but in lieu thereof, a mere half correct mathematical grading of kings, jacks, etc.

A review of the history of the five centuries which have elapsed since cards were first invented reveals the somewhat piquant fact that while in that period of time all the great branches of the world's literature, poetry, the drama and romance alike, have developed to perhaps extreme perfection, card literature, or to speak precisely, card packs, have remained like the stone statues of Pharaoh's day, at a standstill. This statement must not be misconstrued to mean that great progress, and even perfection, has not been attained in the finishing up of the literature and structure of particular games, more notably whist, but that our card packs had never expanded into the full stature of their original possibility and significance. That is to say in plainest parlance: card packs, lacking the bishop and castle, come far short of miniaturing feudal society, even in a mathematical sense, for you might as well strive to count ten without repeating the numeral eight, or nine, as to undertake to make pictographs of feudal dignitaries correctly ranked, lacking the castle and bishop. Of card games we are blessed with a most bountiful harvest. In some of them the ace ranks as the highest card, in yet others it is the lowest card, while in still other games, the king, or jack, stands as highest card. Invention may be said to have outdone itself in the way of constructing new games played with the old time cards having ace, king, queen, jack, as dignitaries. Provided we search throughout the maze of incongruity and oddity which makes up the mass of literature devoted to old-time card games we fail to discover any new card character pretending to any historical significance. We meet only the same court cards, ace, king, queen, jack, merely set in a new relationship to each other, according to the game played.

Who of us so bold as to deny that the chess-board affords the best miniature of feudal society or ranking yet devised, with king, queen, castle, bishop, knight, all the prominent characters represented. Establishing this undeniable fact in mind let us admit that with the bishop and castle added to our card packs we *preforce* group together the most complete pictographic complement of feudal society practically possible in card pictographs. More complete perhaps from an all around glance than the chess-board affords for the cards may give us kings, queens, knights, etc., more life-like Yet again should we draw the line of comparison closer the smaller cards, counting from the nine spot down, make up a better mathematical grading of the underlings which thronged the feudal lord's domain such as forester, smith, page, etc. History affirms that the forester occupied an important office for he stood responsible for all the game on his lord's domain. Let the nine in our card pack represent the forester, the eight the smith, the seven the butler, and so on down with the two spot as page, and we develop a very pretty mathematical grading of the feudal underlings dwelling about old-time castles. On the chess-

board, however, while the principal pieces are correctly graded, the inferior pieces, the pawns, stand equal in rank. Of course for practical uses such ranking of the pawns is the only feaslble one, but the fact shows plain when we tighten the lines of comparison between the cards, and the chess-board, that the balance of capacity to reproduce feudal society, or dignitaries, lays with the cards.

To those accustomed to the rigid exacitude of modern whist the new game will doubtless, at first sight, present such structural irregularities in the peculiar rank and action of the knight, as to excite comment. The fact must be kept in mind however, that we have not taken old time whist as our guide or standard in devising the new game, not that we have regarded old whist as insufficient as a standard of proprieties, but because we have gone back to feudal society itself as a standard of ranking. Who so bold as to proclaim that the knight properly ranks as fourth best character in middle age history, surely no one, and yet he stands as fourth best character in all the whist the world has yet known. Provided we group together historical characters and stand them each in the proper place in the class, how can we do less than go further, bestowing upon each the correct historical action in the game. Illy would it suffice that we present the accurate cut of a knight in the pack, and fail to give him the right historical movement in the play of the cards. Since any one, or even all, of the four knights in Bishop Whist, rank as a ten spot in any one, or all, of the non-trump suits which lead, arguing from the structure ot the game it must appear theoretically that, one, or four knights, might chance in the course of play to be dropped in on any of the non-trump suits, and in consequence render that particular suit thirteen, fourteen, fifteen, or even sixteen cards long. Admitting such an event to occur in play, no harm might undubitably ensue. Theoretically such possible happenings cannot be denied, but when we settle down to the basis of actual play these startling theoretical crudities fade out of sight like morning mist from the very fact that the knight is mostly held back to capture last trick, being seldom parted with except in the case of the knight's revoke. In consequence the business governing of the game may be said to completely nullify the theoretical irregularties.

Irregularity is, however, one of the marked essentials in dramatic construction, but its limit must be proper and circumscribed of course. To show the strong relationship existing between the drama, and a card game, would prove no very laborious task. We have the characters for our card play in the kings, queens, etc., as truly as in the stage play. The table forms the stage, and each card as it falls in play is but a mute actor coming forward to enact his part. Thus we see how closely allied in structure should be the game of card to the drama. Broadly speaking, the drama does not appeal strictly to the intellect alone, that is to say, when we behold a drama we are not put to a great mental task to enjoy it. It sweeps into our whole comprehension, just as does the beauty of the landscape, without tiresome mental effort. Suppose now we take a play before the actors come on the stage and tear out all of those parts wherein anything odd, or irregular, can possibly happen. Let us plan and precalculate every act so that none of these haphazard events, such as surprise and delight the mind can take place, in short, to eliminate all the elements of luck, such happenings as quicken the mind to a sudden conception that dame fortune wrests the helm from our grasp and ordains things as she will, for the moment at least, and what have we done with our drama? Nothing more than transmuted it into a veritable multiplication table, exact, it is true, but at the same time, barren of the quality of the irregular, and consequently less dramatic, while possessing less significance as pastime.

The new game is not gotten out to modify or improve old whist, but as an

original, pastime game. The introduction of the bishop and knight, the latter, minus a pip, and characterized by a peculiar rank and action, precludes anything but a distant resemblence between the two games. Many things in the new game will appear loose-jointed to the deciples of old whist, acclimated as they are to the mathematical precision of modern scientific whist. The irregular rank and action of the knight without pip, being at once essentially new, and so totally at varience with the precise exactitude of old whist as new formulated, and again, the fact of one point being allowed for bishop cut the dealer, may appear antagonistic to the end of casting out all elements of luck in the game, for the stroke of cutting a bishop depends wholly upon chance, and nothing whatever upon skill. In fact the one point so allowed for bishop cut the dealer, looks more like eliminating the idea of skill in a game, a tendency diametrically opposed the pronounced code of modern whist authors, who announce that they have striven to eliminate all elements of luck in the game. Nevertheless this allowing of one point for bishop cut as a trump card is quite in harmony with the idea of pastime in a game, for the act lends added dignity, mirth and zest to the deal, and whatever in a game quickens the mind to pleasureable anticipation becomes a part of pastime.

Five hundred years is a long space for any devises to hold their place in public esteem, yet cards have done so. One might fancy that they had grown gray in the public service, and that consequently if no vistige of Elijah's mantle remained with which to cover them, the mantle of public esteem at least might well rest upon them.

That such pictographs containing kings, castles, bishops, etc., placed in such corelation to each other as to miniature to some extent, feudal society, should be intrinsically bad of themselves, any more than the drama, or history itself, from which the suggestion of cards was first derived, or that they could be anything which might not grace a pulpit, or parlor table, would also be a surprise to sober minds. Cards can be said to be educational factors to some limited extent, and like all else in the world, moral enough, if but put to moral uses.

Nevertheless much odium has been heaped upon cards, wrongfully poisoning the public mind against them, with little show of reason it appears. None can deny that cards have been put to thé worst uses by gambling with them, but the lessons of history declare that mankind can convert any good thing into evil uses, not excepting the Bible itself. Are we blind to the frigid fact, that our forefathers were greivously persecuted and at last driven from their homes in England, to seek a shelter in the wilds of America, not because they played cards in England, but because they had Bibles there. This stern fact, however, in no wise proves the Bible a bad book, on the contrary, it only shows how Holy Writ had fallen into bad company. The same rational argument may be applied to cards. Because some degrade them by gambling with them in no sense evinces that cards are intrisically bad of themselves, but prompts the suggestion that the cards have fallen into evil associations.

THE BISHOP.

The bishop stands out as one of the most conspicuous and important functionaries which gave added worth and lustre to society in mediaval days. Some idea of the pomp and consequentiality with which this swell fellow of the middle ages bolstered himself up before the eyes of the world may be gathered from a brief description of Wolsey, Englands great cardinal who figures so loudly in the history of Henry the VIII of whom the chronicler says: He was made chancellor and had a

train of eight hundred servants some of whom were noblemen's sons; his cardinal's hat was borne aloft by a person of rank; a priest walked before him carrying a pillar of silver surmounted by a crucifix; the walls of his palace were covered with cloth of gold; the rest of his furniture was splendid in proportion. What a picture of earthly pomp and consequence is not here shown up. Turn we where we will during the middle ages, in England, France, or elsewhere in the christian world, our ears are greeted with the same loud story of the bishop and we behold the same garish figure of this church functionary, who next to the King, personates the very haughty and pompous magnate of the middle ages. Inasmuch as wealth, pomp and pride, raise men to prouder heights in the world's esteem the bishops record in the past history of our race shows as gaudy as a golden thread woven in garlands of purple, and festooning the altars and sanctuaries of our race. Yes, the great shadow of the past which seems to flit athwart the sombre history of the byegone like a stately and dignified phantom, hovering about the arches of magnificent cathedrals and kingly palaces, is the bishop. Of Thomas a Becket, a cardinal who thrived two hundred years or so before Wolsey's time, history declares: No subject before his time had displayed so much pomp in his retinue, or splendor in his furniture, the king was his frequent guest. History affords us no happening which sheds so much light upon the conseqentiality of the clergy during the middle ages as that of Henry II, kneeling before Becket's tomb while a trio of priests scourged his naked back. The king in a fit of spleen had incited some of his courtiers to stab Becket to death, and so in penance the king knelt before Becket's tomb while priest scourged his naked back, thus to expiate his crime. That event took place about 1150 A. D.

When we look back over the history of christian races how easy for us to discover how much added worth and dignity the bishop has bestowed upon society. With what blank dismay should we not stare into the great chasm in the chronicles of our race were all the memories associated with the bishop totally obliterated. Place a rudely sketched landscape drawing before you; now take your pencil and connect the shapeless outlines of rock, and tree, and meadow; brighten and burnish every cloud streamlet, and woodland shape, in the wondrous beauty of autumn purple crimson and gold; make this painting now more lovely yet with the rosy hue of an autumn sunset; silver the placid water with the sheen of a full orbed harvest moon and cast its mellow gloaming over meadow, forest, and hilltop, until you have breathed upon your picture the mystic witchery of enchanted land where fairies might romp and revel. Thus, in beautifying your canvass you have done to it only what the bishop has done to our christian history, for he has enriched it with a record of glittering spires, golden crosses and sanctified altars. Yet, for all his saintly magnificence the impress of history betrays the bishop with a dark side, and very dark that side is. Over in merry England long, long ago, the bishops fell to disputing about such quibbles as this: does bread kneaded in flour, yeast and water, and baked in a bakers' oven, perchance by a freckled-faced maid, whether such bread we say, when blessed by a bishop, become thereby actually transmuted into the body of Jesus Christ. Some bishops proclaimed yes, and others stoutly maintained no, and in the heated dispute the bishops speedily got by the ears, and one set of bishops gaining advantage over the others, laid violent hands on them, chained them to stakes driven into the ground, and piling combustibles about them cheerily set fire thereto, speedily burning the bishops to death. Whether the phrase "Merry England" arises from the fact that the bishops made so merry burning each other to death may perhaps never be surely known. Alas! to often the savagries of this haughty and sumptuous fellow would have brought a blush of shame to the savages of Patagonia. Yet our existence on the whole has been brightened

by the bishop; take away his altars, his bibles, his crosses, his golden promises, and it is as though the firelight at our hearthstones smoulders away into sombre darkness until out of the gloom of dying embers, mocking shadows arise, glowering darkly on every bright hued hope that quickens the heart into gladness over immortal life. Truly, in the bishop we behold the great garish puppet of christian history. More valuable to society than kings or princes, because more stable and hope inspiring, the very good, the very naughty, the very imperishable bishop. Kingdoms may be overthrown in the mad war of human strife, but the bishop keeps his peace with us today, the one really imperishable dignitary of the darksome past. A most gaudy phantom is he, who glides forth out of the wreckage of an old and decaying civilization, to erect anew today his gilded spires and consecrated altars. The bishop never dies. When at midnight in 410 A. D., the savage host of Huns burst through the gates of imperial Rome, butchering her citizens and laying the ancient city, its temples, its princely mansions in ruins, the bishop survived the shock. It was as though amid the ashes of blood-drenched streets, ruined temples. and desecrated altars, that the great wizard of the spaceless skies had shaken his magic wand, conjuring forth from that pall of smouldering fire, blood and ruin, a phantom figure, clad in cassock and mitre, commanding it to arise and stand forth forever, to erect anew its consecrated altars. What wonder indeed that this gorgeous poppet of byegone centuries, a personage so valuable and conspicuous in feudal history, one who has done so much to dignify and make stable society, both past and present should not have been accorded a place in old-time playing cards, devised as they were in the very meridian period of the bishops consequence.

Let us trust however that the public may welcome the debut of his reverence in playing cards with as much complaisance as becomes his sanctity, thus compensating this arm-in-arm fellow with kings, for centuries of slight. Since then a cursory glance backward in history reveals how deeply society is indebted to the bishop, adding to it as he has so much worth, stability and dignity, not only in the past, but also the present, we bestow on him the same value and consequence in our new card kingdom, (of itself a sufficient miniature of feudal society,) that he occupied in mediaval days, establishing him as fourth rank card, and making each bishop worth two points in the game.

Let no one fancy that the bishop has fallen into evil company in our card packs. He is no whit more out of place there, than on the Chess board, in history, or in the drama of which the card game should, in some measure, be but a reproduction. If the bishop then adds lustre to the drama and to society, let us enjoin him to shed some little ray of his uplifting influence athwart our card tables.

The Knight.

Beginning at the king and descending in the scale of feudal society, passing the bishop in our downward course, we come to the knight, by all means the most interesting and romantic character which the shadowy past has bequeathed to us. As a distinctive character in history the knight sprung into existence about the 10th century, an age in feudal history which shows up in the strongest light the injustice and tyranny of the lords and barons. At that time the entire realm may be said to have been in absolute posession of the nobles who fortifying themselves in strong castles plundered each other as well as the common people with rapacious lawlessness,

bidding defiance even to the king. An age characterized by oppression, superstition, and wrong, when the strong felt themselves entitled to hold as much as they could wrest from the weak, and needless to say in such a state of affairs the defenceless were exposed to great and continual danger.

Amid the turbulence and disorder of such a state of society came forward certain brave knights vowing themselves to defend the helpless. Their example being contagious a great body of knights soon sprung into existence to side with the oppressed. At first, each knight served a long apprenticeship at the castles, taking charge of the horses, as well as their lords armor, besides various other offices, such as carving at the table, and were at length confirmed as knights. a ceremony requiring many religious ceremonies which ended by striking the knight with the flat of the sword. From that hour he was a free man, at liberty to roam the wide world over whithersoever he would, always bound by a vow to defend his country and religion, and to succor the helpless. Halting wherever night overtook him, paying no toll, vassal or slave to no lord or baron, belonging to no one class in society, and needless to say, always welcome at every castle gate and freely entertained so long as he chose to stay. However laughable the author Don of Quixote may have afterwards rendered the character of the knight, this same grim fellow sprang into existence as the very child of the most chivalric emotions which animate the human heart. Today, not a cut of ancient castles but that stands out in bolder relief and is rendered more impressive to us by the figure of a knight in mail loitering in the shadow of its oldtime gateway. Ordinarily the knight did not rank very high in the scale of feudal society, but he always bore about him in his wanderings as much fear and respect as his renown and prowess might inspire. Queerly enough, however, it sometimes came about through the shifts of fortune or circumstance that the knight outranked even kings and princes, in a way very peculiarly his own, for what is it to slay a king, but to outrank him, or to defend and deliver a castle, but to outrank that also. History affirms that the valor knights has often preserved to kings their sceptres and to barons their castles. At the battle of Poictiers the French king threw down his gauntlet before a knight of Arras. Rufus, king of England, once riding in the forest was attacked and unhorsed by a knight who drawing his sword was about to despatch him when the king cried out hold! knave, I am the king of England. This one little incident affords us a very good example of the sometime occasions when the knight outranked the higher feudal dignitaries, simply by virtue of his immediate prowess. Nor are such incidents scarce in feudal history. Now the groundwork of feudal rank springs from different sources. The king ruled by virtue of his hereditary right descending from father to son, generation after generation. The bishops station rested solely upon the supposed scanctity of his office, but the idea associated with the rank of the knight is that of valor. Nothing stands out plainer in history than the fact that the knight belonged to no one class in society and as the pack with knight, bishop, castle, is considered in the light of a miniature of feudal society the same idea is carried out therein, for which reason the cut of the knight has no pip or spot, demonstrating that he belongs to no particular class in card society, but simply to the pack or card kingdom at large. Again, since in ancient days the knight occasionally outranked kings and queens, as we have already shown, simply by virtue of instant prowess on some fortuitous occasion, we incorporate the same idea associated with the knight in Bishop's Whist and in one trick out of the thirteen make the knight outrank all other cards, high or low, of whatever suit, not excepting trumps. This one trick is styled the "Knights trick," the same being the last, or thirteenth trick, of every hand played, when the knight absolutely outranks all other cards.

THE ACE.

Abstractly speaking, the community at large may be said to be little else than a row of human figures mostly on dress parade, where every person's rank and social standing becomes as fixed and certain as the figures on the multiplication table. Equally certain it is that there exists, mathematically speaking, a strong resemblance between the various individuals of society, insofar as their rank and influence upon each other is concerned, and the thirteen cards which go to make each suit of our old-time playing cards. The ace, or onespot, to speak with greater propriety, should after this mode of reasoning stand at the very foot of the class of thirteen cards, being primarly, nothing else than the onespot, the very lowest and humblest individual in card society. The twospot stands for a person of yet little more influence, the threespot, one of yet higher rank and consequence, and so on up to the King who in regal robes we should all say occupies the highest place in card realms. How comes it about then that this little inferior onespot, designated the ace, should be placed in card games above the king and outrank him. Surely at first sight, this oddity or extravagance, seems to do violence to the natural order of things seen about us in the world, quite as though we should render the figure one of greater value than the figure ten. What confounding of our senses is this when a onespot outranks the mighty King, robed in the majesty of regal garments. Let us go into the country, take a cock from the roost, bear him to the great balustrade of the king's palace and loudly proclaim, "the cock outranks the King." Such extravagance would seem scarcely one whit less *bizarre* than that which places the ace, the very humble, insignificant, almost worthless little onespot, above the king in card games. Card packs let us bear in mind are, mathematically at least, little card kingdoms, no more or less. When however we take pains to analyze the varied qualities which make up the budget of human character the mystery or oddity of putting the onespot above the king clears up somewhat for we find queerly enough that there lurks in the human mind a tendency to bestow great worth, power, or conseqnence upon odd, extravagant, or mysterious objects, diminutive though they may be.

This queer disposition of the human mind becomes markedly noticeable in Oriental literature wherein we so often see diminutive dwarfs, tiny fairies, or perchance decrepted old witches, insignificant enough in themselves as compared to the majesty and power of caliphs and princes, but who by their mysterious art and incantations so often bring to naught the plans of mighty rulers. Many a delightsome fable or fairy story, in the world's literature has found its birth place in this same tendency of the human mind, to invest diminutive objects with startling powers. To bring out a clearer illustration of this same idea. How many of us in youthtime have not been so carried away with the extravagant antics of some circus clown as to glorify him for the time being, his ludicrous antics raising him in our approbation far above every sober and dignified object that we saw in the world. History presents one very notable instance of the exhalation of the odd and ridiculous, above the dignified, in Cromwell's day when they got together a parliment composed of the very dregs of the people. We all know how this stupid assembly sat in parliment hall promulgating for a brief season, law to the great English realm. LaFontaine uncovers this odd penchant of the human mind in very simple parlance when he says:

> Nous sommes tous d'Athene en ce point; et moi-meme
> Au moment que je fais cette moralite

Si peau d'ane m'etait conte
J'y prendrais un plaisir extreme.

Whether the devisers of our first card games wittingly set the onespot above the king for the mere sake of oddity, perhaps none of us may safely affirm, but to make the onespot outrank the king simply because of its oddity or insignifience, comes quite within the scope of what would be termed, proper extavagance. That is to say, such ranking fairly exemplifies the freaky oddity of the human mind in its tendency to exalt the diminutive over the majestic. This same idea crops out on the Chess board where the queen becomes the most powerful piece. Provided we adhere rigidly to historical facts in the ranking of Chess pieces, a great margin for doubt obtrudes as to the propriety of rendering the queen the most powerful personage. Who of us dares to stoutly argue that feudal chronicles pronounce the queen at all seasons, superior to the king. Had such been the fact that renowned profligate Henry the VIII, most surely would have lost his own head in place of so many of his queens losing theirs. We may not, however, be at a loss for a potent excuse why the queen may be invested with superior powers over the king in chess and this reason is borne of the same propriety which decrees the ace superior to the king in cards, that is, she may be given the superior powers simply by virtue of her suppposed arts, guiles and charms, precisely as in Oriential literature the witches and fairies outwit the great caliphs. So the ace may stand above the king with a sound propriety simply because it represents the odd, the diminutive, outwitting, overtopping, outranking the majesty of the high and mighty.

In supplying the castle and bishop to our card packs we then present the five prominent features which emphasised feudal life, king, queen, castle, bishop, knight. Now again, the question as to whether the castle may outrank the king, will stand full as much discussion as most of us imagine. James II was wont to say, "No bishop, no king," and yet with quite as much truth could be declared "no castle, no king," for away back in oldtime history the barons fortified themselves behind massive walls as the very safeguard and backbone of their soveriginity relying for their authority on the strength of their battlements. Numerous instances in history show us chieftans, who ensconsed behind moat and turret bid defience to the foe so long as their castle gates held out. When Alexander sat down to besiege Tyre the Tyrin king bade him defience for seven long months and only gave up his crown and septre after the besiegers had broken down the ramparts. As a matter of fact, of course, the argument that the castle alone should at all times outrank the king, could not be long maintained. Nevertheless, the naked facts of history prompt us to declare that the castle alone might on some rare occassions, at least equal, or even outrank the king, with no very glaring impropriety.

Assuming then that our card packs become to some considerable extent minitures of feudal society and rankings, the question may be asked, why not decree the following scale of rank,—king, queen, castle bishop, knight. Were such order to be established we oust the ace from its long established right and place as highest card, ruling supreme over the king simply in virtue of representing the odd, ridiculous, extravagant, elements of human character which are as plainly declared in the history of mankind, as the heritage of kings. Supposing, however, the following order be decreed, ace, king, queen, castle, bishop, knight. we get in too many characters and fatally obscure the game. Nothing could so indubitably ruin a game as to crowd in so many characters that the mind should not be able at once, without effort or hesitation, to instantly comprehend the correct relation of the characters.

To the author of Bishop Whist the castle seemed indispensible to more fully ren-

der the card pack a miniature of feudal society, and since no feasible method of introducing the castle as a seperate character, offered itself, without crowding the characters, or dispossessing the time honored ace of its rightful rank, the plan of uniting the castle and ace was adopted. This character, insofar as rank is concerned is still the ace as of old, standing above the king simply because it represents the elements of the odd, the extravagant, the marvelous, characteristics which as we have shown the human mind is so often prone to set high over the dignified and great. Yet again, the castle-ace becomes the castle by proxy, introduced as a fulfillment of some idealism, and when united to the ace rendering the compliment of feudal dignitaries complete. The castle-ace can hardly fail of beautifying our new card kingdom to some extent, and to those who delight in the past, may kindle anew some pleasing fancies connected with that byegone era, the tragedies of which have garnished our literature with the master treasurers belonging to romance and the drama.

THE AUTHOR.

PART SECOND.

THE GAME.

Bishops Whist is played with a full pack of 52 cards, containing as new or special cards, castle-aces, bishops, and knights without pips, showing that they do not belong to any one suit, but simply to the card pack as a whole. The first thing to do after the cards have been shuffled is to decide partners and who shall deal. Partners may be taken by mutual choice if agreeable to all, the cards may be cut, or thrown around the table, the two highest and two lowest playing together. The lowest bestows the deal.

Before distributing the cards, the dealer lays the entire pack upon the table at his right, when his right hand opponent, proceeds to cut (i e lift up a portion of the cards), In so doing he must lift up more than four cards. The dealer himself now takes the topmost card of the packet underneath and lays it face up in the center of the table. This card forms the trump card and belongs to the dealer, and determines the trump suit for that hand. Thus it will be seen that the trump suit is shown before the cards are distributed around the table. Should this trump card so thown, happen to be a bishop the dealer's side is entitled to score one point for bishop trump honor cut. In case, however, that a knight chances to be thrown, the dealer names aloud the trump suit before he touches the pack. Having now established the trump suit for that hand, the dealer proceeds to distribute the cards, dropping the first card to his left hand opponent, next card to his partner, next to his right hand opponent, and lastly to himself, and so on around until the entire pack is distributed. The last card in the pack falls to his right hand opponent, and the dealer now draws the trump card, which has all this while laid face up in the middle of the table, to his side. The player at the dealer's left now plays a card, the dealer's partner plays next, then the player at the dealer's right, and the dealer last. The highest card of the suit led takes the trick (except on occasion when a knight chances to be played on the trick, or in thirteenth trick). The castle-ace is the highest card in its suit, king next, queen next, bishop next, then the knight, then the 9, 8, 7, 6, 5, 4, 3, 2. Trumps are always the superior cards, as in old whist, except alone in the last or thirteenth trick of each hand, when the knight outranks all other cards, trumps not excepted. Whoever takes the trick leads first for next trick and so the play goes on in regard to the consecutive play for trieks exactly as in old whist. Each player is obliged to follow suit if he can, except on one important occasion, viz; when a suit is led and you hold no other card of that suit except the bishop, you may (at will) hold back your bishop and pay a knight in lieu of the bishop. The play of knight for bishop, constitutes the "knights revoke," and is duly explained under that head. When a suit is lead and it comes your turn to play if you have no card of that suit you are at liberty to trump or throw on any worthless card of any suit, as in old whist. This act is termed discard. All tricks over six counts one point as in old time whist, and in addition, each bishop counts two points to those who are able to display him among their trick cards at the close of the play for the hand. The understanding of this must be that each bishop is an honor, but yet counting nothing for the mere holding of him in your hand, that is, having a bishop dealt to you counts

nothing unless you manage to save that bishop in the play of the cards and produce him among your cards after the hand is played out. The deal goes around to the left as in old whist. Sixteen points are possible to be made at any one hand, eight points from bishops, two points for each, and seven points by tricks, and in addition, one point for bishop cut the dealer for trump card. The last, or thirteenth trick, of each hand played is the knight's trick, wherein the knight outranks all other cards of whatever suit or grade, not excepting the ace of trumps. The *last* knight played on the trick outranks all other knights. In case no knight happen to be played on thirteenth trick, then the cards hold their usual rank.

Twenty-five points constitutes a game, or as many more than twenty-five as may be won by either side in that hand wherein twenty-five points have been gained. Every hand dealt is required to be played out to the last trick and neither party can claim the game on gaining twenty-five points before the hand is played out. Example of last hand of a game: A and C stand at 24—B and D at 22 points. Another hand is played entirely out, A C stand at 26 points, B D have 29 points, B D win the game.

ABSTRACT OF THE GAME.

In order that the student may compare the salient points in Bishops Whist with the chief characteristics of old whist we present a brief of the new game:—

1. Played by four players with a pack of 52 cards.
2. Thirteen cards dealt to each player and thirteen tricks played, for each hand.
3. All tricks above six count one point.
4. Castle-ace highest card in each suit.
5. Twenty-five points a game.
6. No jacks or tens, as the bishop takes the place of the jack, and the knight ranks as a ten.
7. Trumps superior cards, except in thirteenth trick.
8. Bishop cut the dealer as trump card, counts dealer one point.
9. Each bishop saved or captured from opponents, counts two points.
10. Trump card turned and shown before the cards are dealt.
11. Sixteen points possible in any one hand.
12. Dealer sometimes obliged to choose the trump suit.
13. Obliged to follow suit except in case of "knight's revoke."
14. May in some instances sacrifice a knight to save a bishop.
15. Four cards (knights) which have no pip and hence belong to no one suit, but to the pack at large.
16. Holding one or more knights cannot be compelled to part with them, but may (at will) hold them back throughout the play of the entire hand.
17. Four cards in the game, (knights) any one of which ranks as a tenspot in any suit which leads (except trumps).
18. Four cards which have no rank in the trump suit except in the last or thirteenth trick.
19. Four cards (knights) any one of which may stand as a guard to your bishop.
20. Four cards (knights) any one of which led for a trick give all the players liberty to play any card of any suit they may please.
21. Four cards (knights) any one of which may rank as supreme card in thirteenth trick.

THE RANK OF THE CARDS.

The castle-ace is the highest card in its own suit. The king comes next, the queen next, with the bishop as fourth best in his own suit. Notice that the four highest cards, castle-ace, king, queen and bishop, are set apart merely to emphasize the fact that their rank is rigid and never varying under any circumstances.

The bishop's rank never varies; he is simply the fourth best card exactly as on the chess board. The bishop of trumps is styled the "cardinal" and always ranks as the fourth best trump Having disposed of the four highest cards of each suit, we come, next, in our downward course to the knight, whose powers are not so easily disposed of. For a short and moderately comprehensive statement the knight ranks next below the bishop in all suits except trumps. More plainly yet perhaps; the knight ranks as a tenspot in any suit that leads except trumps. Next in order below the knight comes the 9, 8, 7, and so on down to the 2, as lowest card. The rank of the knight being at times so peculiar, requires an illustrated article under heading of "the knight" to which the student is referred. It may be said here that to acquire the game of Bishops Whist is but to gain a clear conception of the rank of the knight, all else is simple.

LAWS OF THE GAME.

FORMING THE TABLE.

Similar laws may apply in the new game as govern in old whist, concerning minor details. Four players form a table, and partners may be determined by mutual choice, if agreeable to all concerned, if not, the players cut or throw around cards for partners. In cutting, the castle-ace is the highest card, king next, queen next, bishop next, with the knight ranking above the 9, and below the bishop. The two highest and two lowest play together. The lowest cut bestows the deal. In the event that two players cut cards of equal value, they cut again should these cards chance to be intermediate cards. Example: a 7, two knights, and a king, are cut, the two knights cut again and the lowest plays with the 7. If three players cut cards of equal value, they cut again, and if the fourth player has cut a higher card, the two lowest play together. The first original low card cut stands as original low.

CUTTING THE TRUMP CARD.

Having shuffled the cards the dealer now places the entire pack, backs up, on the table at his right hand, when his right hand opponent lifts any number of cards, conventionally not less than four. The dealer now raises the topmost card of the bottom portion of the pack and lays it face up in the center of the table, in plain

view of all the players. This card forms the trump card and establishes the trump suit for the hand. Thus, it is understood that the trump card is shown before the deal begins. Should this card happen to be a bishop, the dealer's side is entitled to score one point for bishops honor. The dealer, now, leaving the trump card in the center of the table, reunites the two packets, invariably placing the topmost packet underneath, and distributes the entire pack by one at at time beginning at the left hand as in old whist and dealing around the table. The last card dealt falls to the dealer's right hand opponent when the dealer draws the trump card which all this time has laid in open sight, to his side. He leaves this card face up on the table until it is his turn to play to the first trick, when he gathers it into his hand. The trump card must be taken into the dealer's hand before the first card is played to the second trick.

ON CUTTING A KNIGHT FOR A TRUMP CARD.

It must be laid down that whatever card is thrown for a trump card, such card belongs to the dealer as his inviolable heritage for that hand. The knight often proves a valuable card, invested on occasions with rare and distinctive powers, and since he carries no pip to indicate to what suit he belongs, it follows of very necessity, that when a knight is turned as trump card he cannot indicate any particular suit as trumps. A knight being thrown or turned as trump, the dealer following the regular order, lays this card face up in the middle of the table, and before touching the cards to deal announces in a clear and distinct voice what suit shall be trumps for that hand, exercising his own free will in thus naming the trump suit After announcing the trump suit, and never before, the dealer reunites the packets, being careful to place the topmost portion, (i e the cards which the opponents lift up) underneath, and proceeds to deal as usual, after which he gathers the knight into his hand. No harm occurs if the players make a note of the suit named as trumps as the trump is often forgotten and sometimes in dispute in the course of the play.

THE DEAL

Goes around to the left, each one dealing by turns. There must be a new deal, by the same dealer, if while dealing, any of the player's cards are thrown face up, or if one or more cards are found face up in the pack, or that he deals more or less than thirteen cards to any of the players and the mistake is discovered before the first trick is gathered in.

THE MISDEAL.

It is a misdeal:—

I. If, when a knight is thrown as trump card, the dealer's partner touches any of his cards before the dealer announces the trump suit.

II. If the dealer touches the pack before announcing the trump suit, (when a knight is thrown as trump card.

III. If, after the trump card is thrown, the dealer, reuniting the two packets, fails to put the topmost packet underneath.

IV. If, in raising the trump card, he faces up any of the cards underneath.

V. If, in dealing, the last card in the pack fails to fall to his right hand opponent.

VI. If he deals any card or cards face up, either to himself or any other players.

The misdeal loses the deal which passes to left hand adversary. In the misdeal, if a bishop has been thrown for a trump card, the point for bishop cut is lost with the misdeal.

EXPOSED CARDS

I. Are any cards displayed or led out of turn.

II. More than one card played upon a trick.

III. A card played upon any trick by mistake, or otherwise, and taken back into the hand before that trick is gathered in.

IV. Any card whatsoever, dropped, or in any way laid upon the table out of the regular order of play.

V. Exposed cards must be taken into the hand again. The penalty for exposed cards is the loss of two points to the delinquent's score.

THE REVOKE.

When a suit is led and you having a card of that suit keep it back, playing a card of some other suit, it is a revoke, or more simply yet, a denial of suit led. It is not a revoke, however, if a player, thinking he has no card of the suit led, plays a card of another suit, and discovering his mistake before that trick is gathered in, plays the right card. In such a case the players who may have played after him can withdraw their cards and not suffer the penalty of exposed cards.

At the conclusion of the hand the claimants of a revoke may search all of the tricks.

If any side charge a revoke upon its opponents and they mix their cards, before giving the accusers a chance to verify their charges, the revoke is established. No score made by a revoking side can win the game. The penalty for a revoke can be enforced for as many revokes as occur in the hand. The penalty of a revoke is the loss of four points to the delinquent's score.

THE KNIGHTS REVOKE.

The inevitable law in old whist that you must always follow suit whenever you can do so holds good in Bishops Whist, with but one important exception. This one exception is termed the "knights revoke," to which no penalty appertains. When a suit is led, trump or nontrump, and you hold no card of that suit *except the bishop*, you may refuse to part with your bishop, and instead, play a knight in lieu of your bishop. Should the suit come around again you may again refuse to play your bishop, and again drop on a knight, and so continue to play knights, in lieu of bishops, provided of course you are lucky enough to hold any knights. Trumps are not excepted in this rule, which is to say; suppose trumps lead and you hold the bishop of trumps and no other trump, you, holding a knight, may play him in place of the bishop. Thus any knight, or any number of knights you may be lucky enough to hold, may be sacrificed, at will, to save your bishop. The historical reason for the knights revoke may be summed up as follows: James I of England, adopted it as his fixed maxim: no bishop, no king. To say, no king, was in feudal days, equivalent to declaring "no country." The knight was bound by an oath to defend both his religion and country, and since, without the bishop, neither king nor country existed, the bishop most fittingly symbolized both religion and country. Since then the bishop stood for so much, both in religion and the state, and as the knight was bound by a vow to defend both, it becomes most fitting that the knight in obedience to his sworn oath should sacrifice himself for his bishop.

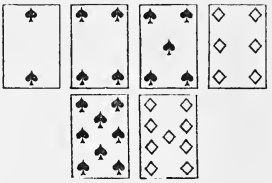
An illustration of the knights revoke may be of service; suppose the following, hearts trumps:

Bishops

Knights

Castle

Ace



Suppose hearts lead. B may play his bishop if he chooses, or having no other heart, he may drop either one of his knights (it matters not which one) in place of his bishop. Should hearts lead again, he may, holding another knight, still refuse to part with his bishop, playing the last knight instead. Suppose clubs are led. B having no club may play the same knights in lieu of his bishop of clubs that he played to save his bishop of hearts. The simple of it is: you may play any knight to save a bishop of *any* suit, provided you hold no other card of the suit except alone the bishop. Observe that this right of playing knights in lieu of bishops holds good in all the suits, trumps not excepted.

THE PIPLESS KNIGHT

As a preliminary statement which may go far towards unfolding what may seem to be the complex action and rank of the knight we remind the student that the "bishop's pack" is assumed to be set after the pattern of feudal society, each character standing in his proper place in the class. The pack itself may therefore be looked upon in the light of a miniature feudal kingdom, and of very necessity the rank and action of the several court dignitaries must harmonize with their pronounced historical standing. We have already shown in the article on the knight contained in the first part of this work, how that prodigy stood absolutely free in mediaeval days, belonging to no one class in society, free to roam whithersoever he would, paying no toll, and bound only by a vow to defend his country and religion. The brief of it is, that the knight belonged to no one class, but to the realm or kingdom at large, but to no one class or suit in that card kingdom. On the chess board the action of the knight is peculiar, as he enjoys the sole and distinctive right to vault over any other piece on the board, not excepting the king. Hardly less peculiar and distinctive, although quite different in its fashion, can be regarded the action of the knight in Bishops Whist. The knight having no pip shows that he belongs to no suit in society, but to the pack or card kingdom at large. While the illustrations seem to point to the end of great complications connected with the rank of the knight, his action is really very simple. The rank and power of the "Pipless Knight" may be summarized as follows:

1. Any one of the four pipless knights when played, rank as a ten spot in any suit which leads (except trumps). The knight holds no rank in the trump suit except in the last or thirteenth trick, when the knight becomes the supreme card, outranking all other cards of whatever suit, trumps not excepted. Then for a concise statement holding good in the first twelve tricks of each hand: any knight ranks as a tenspot in any suit which may lead (except trumps).

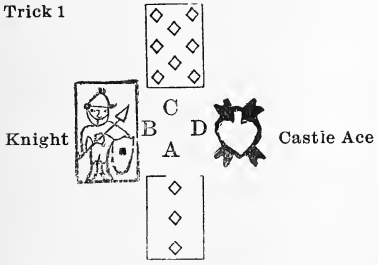
2. Since the knight carries no pip and therefore belongs to no one suit, it follows, that the lead of any card of any suit, trumps or otherwise, cannot force you to play your knight. How can you lead any card of any suit and call out a knight to be played to your card (say a spade.) since the knight carries no spade pip and can swear that he is no relation of spades, no nore to clubs, hearts, and diamonds.

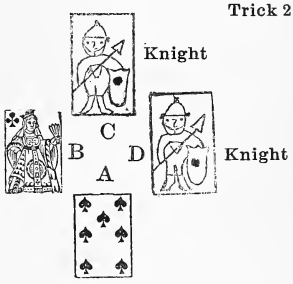
The simple of it is: there is one card out of the thirteen which may be thrown to you at each deal which you are never on any occasion compelled to part with, but may if you choose, hold it back throughout the play of the entire hand. No suberfuge of friend or foe, can force you to part with your knight. Of course it may happen that at the twelfth trick holding two knights, the only cards in the hand, you would be obliged to drop one of them on twelfth trick, or, holding two knights and your turn to lead you must of course, having no other cards, play a knight.

3. The privileges of the knight however, suffer limitation somewhat. You are not privileged to deny suit and play a knight, except in the one instance of playing a knight in lieu of a bishop, (styled the knights revoke). It being your turn to lead however, any trick whichever in the thirteen, you may (at will) lead a knight, this act being in no sense compulsory.

4. When any player leads a knight, since the knight carries no pip he cannot command the other players to play a card of any particular suit.

The simple rank of the knight is shown as follows in any of the first twelve tricks.

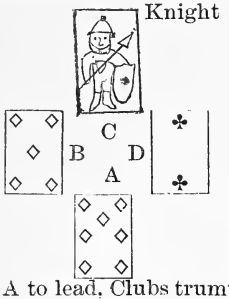




Trick 1. A plays 3 of d, B plays knight, C plays 8 of d, D castle-ace of s. This trick belongs to B because any knight ranks as a tenspot in any particular suit which leads, except trumps. It matters not which one of the four knights B played here, none of them have any pip, and being all of the same pattern they cannot be distinguished, the one, from the other. The ace of s has no rank in the diamond suit. Make D play the castle-ace, king, queen or bishop of diamonds, and he wins the trick.

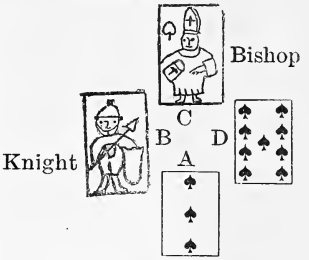
Trick 2. The trick belongs to C because both knights rank as a tenspot in the spade suit. In such case where two knights are played on the same trick the *first* knight outranks the others. The queen of C holds no rank in spades. Take trick 2 again and make B play the queen of spades, then the trick would go to B. Make B play the bishop. king or castle-ace of spades and he wins the trick.

Trick 3.



A to lead, Clubs trumps.

Trick 4.



A to lead, Clubs trumps.

Trick 3 belongs to D, because any trump takes any knight except in thirteenth trick when the knight outranks everything.

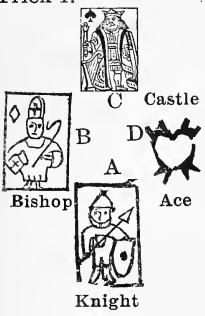
Trick 4. Taken by C as the bishop ranks above the knight in his own, the bishop's, suit. Make D play queen of s and he wins the trick.

When a knight is led for a trick, the irregular trick occurs which is explained as follows.

THE IRREGULAR TRICK

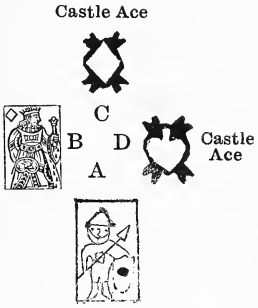
Occurs whenever a knight is led for a trick, in any trick except the thirteenth, and any player when it is their turn to lead, may (at will) lead a knight the same as any other card. In such event, as the knight carries no pip and *par consequence* belongs to no suit he cannot compell the other players to play a card of any particular suit, but they are each at liberty to play any card of any suit they please. Whist players will at once preceive the glaring error of leading a knight. Never lead a knight except compelled to do so is a good maxim to abide by at all seasons. Suppose you lead a knight, your knight has no pip and belongs to no one suit and cannot therefore call for any particular suit. Your left hand opponent now being free to play any card of any suit he pleases drops on the ace or king of trumps, your partner cannot overtrump, and the trick already won by your left hand opponent goes by to his partner, who, at liberty to play any card of any suit he pleases, rejoicingly drops a bishop onto the trick already won by his partner. The caution, "never lead a knight," loses some of its force, however, as the play for the hand gets on towards the close, as, often by that time the bishops have been played and are out of harm's way. Since the knights are almost invariably held either to guard the bishops, or to capture "last trick," it can almost be said that the "irregular trick" never occurrs. Holding two knights at twelfth trick, and your turn to lead, you of necessity, are obliged to play a knight. when the "irregular trick" happens. Nevertheless, in spite of its infrequency, this trick must be understood by those who would master the game. Now to explain: When a knight is led in any of the first twelve tricks, the three following cards which are dropped on that trick rank by grade and not by suit (except trumps). In simple terms, any nontrump bishop takes the knight, any nontrump queen takes any non trump bishop, any nontrump king takes any nontrump queen and any nontrump castle-ace takes any nontrump king. Here it is:

Trick 1.



A to lead, Club trumps.

Trick 2.



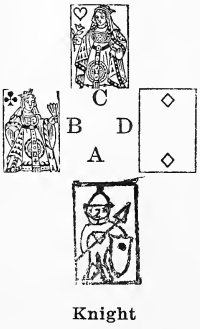
A to lead, Clubs trumps.

Trick 1. All nontrump cards in this trick. B's bishop outranks the knight led by A. C's king outranks B's bishop and D's castle-ace outranks C's king. The trick belongs to D. It is very simple.

Trick 2. A leads a knight—When a knight leads and two or more equal cards are played on that trick the *first* of those equals cards outranks those played after. Trick 2 belongs to C. Recollect that the *thirteenth trick* is never the "irregular trick" even should a knight lead.

When, however, a knight leads, trumps played on the trick are superior cards.

Trick 3.



A to lead, Diamonds trumps.

A leads a knight, B plays queen of c, C plays queen of h, D captures the trick with the trump. Suppose D had played any small card not a trump, the trick would have gone to B, because his nontrump queen played before C's, out ranks it. Make D play a knight and the trick still goes to B. Make D play a king, of any suit, and it outranks both queens already played.

When a knight is led and one, two, or three additional knights are played, the same general rule of priority holds good. The *first* knight played outranks the others, except as already said in the "thirteenth trick" when the *last* knight outranks all others.

THE KNIGHTS, OR FORTUNES TRICK.

Study the article on the knight contained in the first part of this work and you will comprehend how, in history, the knight sometimes outranked the higher dignitaries belonging to feudal society, not excepting the king himself, simply by gaining the physical advantage on some opportune occasion. Granting that a card pack may epitmoize feudal society ranking to a sufficient extent, to bestow on the knight supreme power on some rare occasion during the play of each hand may be allowed as a fulfillment of the correct historical action of this character in a game. To say it very simply; to make the knight outrank all other cards once in the play of each hand, is but to make the knight act in the card game precisely as he did in history, and so such action perfects his historical character in the game. Then in the last, or thirteenth trick, of each hand played is assumed to transpire the one rare occasion in which the knight may by virtue of his strength, daring, valor, overcome and outrank all the higher dignitaries, king, queen, etc. All the regular rankings and laws which have held good during the previous twelve tricks are now supposed to be set aside by the wrathful knight, who enters this thirteenth trick armed with shield and battle-axe, to overawe and outrank all other magnates of whatever grade or suit, not excepting the castle-ace of trumps, simply by virtue of his instant valor in this one rare occasion. The student will at once preceive how futile it becomes to keep in hand a high trump, or other high card, with which to capture "last trick", which often contains one or more bishops, this high trump being valueless since the knight outranks it.

At first glance it may appear that this thirteenth trick, which so completely sets aside the regular governing of the game, might be properly denominated the "irregular trick," but when we look further we see that while this trick nullifies the usual governings of the game, it nevertheless takes place at a stated and exact interval. Occuring with such exact regularity it cannot correctly be looked upon as irregular. In the play for "last trick" should more than one knight be played, the last knight outranks all others before dropped. The card public will at once see that such ruling becomes imperative, in order to sustain the historical character of the knight. Should the usual order of play obtain in last trick, that is, the first knight played to ontrank all others, such ruling would be practically to elevate the knight to more than the value of highest trump. Never being obliged to part with a knight you need only to reserve a knight through the play of the hand, get the lead at twelfth trick, when the lead of a knight invests him with the undoubted power of a taump. There is more to the tale for if you make the first knight placed supreme in thirteenth trick this trick becomes a mere matter of state calculation and less a matter of chance or fortune, in truth, no more a matter of fortune than the previous twelve tricks, and consequently less related to the character of the knight. We must not put out of sight the fact that in all the goings about by the knight, the element of chance or fortune is as much linked with the galaxy of historical ideas, which go to make up his character, as his coat of mail. Not one act of herioc valor ever done by a knight in rescuing the defenceless but resulted from the mere haphazard chance of the hour, in short, nothing but an uncalculated shift of luck or fortune.

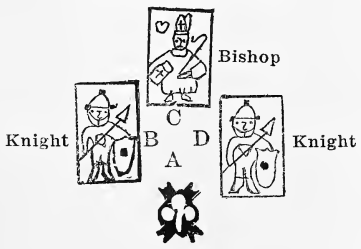
Assuming then that we elevate the knight to the position of supreme card in one rare trick out of thirteen, to render his power and action in that trick as much a matter of pure chance or luck, better rounds out the entire circumference of historical character attached to this mail clad prodigy; that is, that his rank and action are pretty much controlled by the shifts of fortune alone.

Let us see now about the working proprieties of the "knight's trick." The play for last trick, with the last knight played as supreme card, throws the entire play, not, *into the hands of any one knight*, but into the hands of *some one knight and fortune together*. It invariably becomes a matter of vaguest speculation for any player to calculate as to who shall capture "last trick." When it is ascertained who shall lead first card of thirteenth trick and *par consequence* which player must of needs drop the last card on the trick, even then, no one can settle the ownership of the trick until the last card be played. The why of it becomes clear when we consider that the last knight played takes the trick, and since no one can possibly know who holds a knight, no player can divine who will play the last knight until the cards are all dropped on the trick. Fortune and the knight alone seem to have, for the moment, gotten the swing wholly into their own hands.

Yet for all that, the "knight's trick" is so utterly a matter of fortune, queerly enough, it influence upon the game as a whole, is to infuse more of the element of skill, for all through the game one is constantly preparing for the haphazards and uncertainties of this trick. Particularly is this true at, say, about tenth, or eleventh trick, when the players make haste to get the lead and play a winning card, perhaps a winning trump, which if held until "last trick," would become valueless. Thus we see that while "thirteenth trick" is of itself pretty much an uncontrollable haphazard, subject to the caprice of dame fortune alone, it really exerts a most salutory influence upon the game as a whole by calling out a greater display of skill in the twelve tricks that precede it.

No play in the game will be found to so enliven the mind with sensations of pleasureable surprise and unlooked for happenings, as the "knight's trick." As the play for the hand nears the close the players instinctively realize that "last trick" belongs to the *knight and fortune*, and that while in the previous twelve tricks they may guide and even dictate to a great degree, the luck of the play, that now *once* in the entire play dame fortune wantonly gathers all the debris of unclaimed fortune to herself and capriously bestows her favors upon whoever she will. So little obscurity lingers about "last trick" that any illustration seems superfluous.

THE KNIGHT'S TRICK.



A leads ace of trumps, B plays knight. C plays bishop and D captures the trick with a knight, being the second and last knight dropped on the trick. In case no knight whatever chance to fall on thirteenth trick the cards retain their usual rank, with trumps superior to all suits.

Methods of Play.

Four main objects are indicated in play.

1. The play to catch your opponents bishops.
2. The play to save your own bishops.
3. The play for tricks.
4. The play directed to capture "thirteenth trick".

During the first half of each hand and in fact so long as any bishops remain unplayed the great object in play is to catch these important dignitaries each counting two points to the side which secures them. No less important of course is it to protect and save the bishops you chance to hold in your own hand. This method is at once so simple that little need be said. The character of your lead, high card or low card is determined by the single fact of whether you hold the bishops of that suit. Holding high cards of a suit castle-ace and king without the bishops of the same suit you boldly swing, playing castle-ace to catch the bishop of that suit. If your partner holds the bishop of that suit he will put it on your castle-ace and thus you gain 2 points in the game at once. Holding high cards or a suit with the bishop your play is very opposite. Let the student select out the following cards.

B's HAND.

The Ace, Bishop, Four of Hearts.
" Bishop, Queen, King of Spades.
" Castle-Ace, King, Five, Three of Diamonds.
" Six and Four of Clubs.

In diamonds lead castle-ace, then king, to catch the bishop of that suit. In spades lead king, in hopes to get the castle-ace out on the first trick and when spades come around the second time, you, holding queen and bishop, can play your bishop and thus save him. In hearts, lead the 4, in hopes to get out the king and queen on the first trick. When hearts come around again, as you hold castle ace, you may take with your bishop.

As all tricks over six count one point the astute player will keep his weather eye cast to securing a trick or two, any time. You may often accomplish a trick at once when delay would inflict loss, when holding queen only, you lead queen. Often the opponents will hold back castle-ace and king and you then make your queen capture the trick.

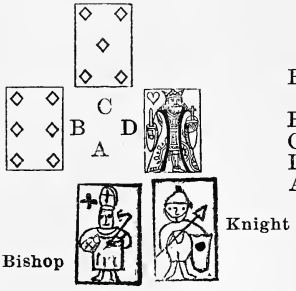
Thirteenth trick, is usually of far greater importance than others, for it not unfrequently falls out that two bishops come down upon it which are captured by the lucky knight. Do not be too anxious to sacrifice a knight to save some bishop, who perhaps may afterwards fall into some snare laid by the antagonist.

The importance of the thirteenth trick can always be estimated by the watchful player who knowing how many bishops have been played during the game can determine exactly how many bishops must fall on the trick and consequently its worth. Suppose two bishops come down on "last trick," the trick is worth four points in bishops since each bishop counts two points in the game.

Very important to keep in mind at all stages of the game how many bishops and knights have been played. The twelth trick is almost always an important trick and may very properly be styled the "strategitic trick." Nothing will conduce more to your prosperity in the game then to be able at 12th trick to possess a correct inventory of the number of bishops and knights still unplayed. It not unfrequently happens that two and even three bishops remain unplayed at the

late hour of 12th trick and a knight in hand may often capture them all. A simple illustration will serve to impress this lesson on the mind. Now with spades as trumps, it is the 12th trick, each player has two cards in hand, three bishops and two knights are yet unplayed.

Twelfth trick.



B to lead,

B leads six of diamonds,
C plays five of diamonds,
D plays king of hearts,
A has not yet played to the trick.

A holds the bishop of clubs and a knight, two other bishops are still unplayed, and it makes no sort of diffrence to A whose hand those two bishops are in. A may take this trick with his knight, when being compelled to lead his bishop for 13 trick, he will lose him as one knight out of A's hand is yet unplayed. Let A throw his bishop on this trick which of course loses him, but since B will then capture this trick, B must lead first for 13th or knights trick, when A's knight coming on to the trick as last knight wins the trick and the bishops yet unplayed which must come down on last trick.

DISCARD

When a suit is led and you have no card of that suit you remain at liberty to throw any worthless card on the trick. This act is termed discard. Writers on old whist tell us that you are to discard from your strongest, or weakest suit, your choice depending on strength in trumps. In Bishops whist, however, the principle is very opposite and far more simple; you generally discard from a suit of which you do not hold a bishop. The idea is to get rid of the cards of that suit and very likely when that particular suit comes around somebody will of course be obliged to put on their bishop, when you holding no cards of that suit may of course play on a trump and capture his reverence. Some discretion must be exercised about this discard for in case you hold four cards of that suit the discard of one of them will not lessen the number so that you will be able to trump for you would still remain with three cards Such discard would be useless, nor do you discard high cards of a suit (q, k, a) because these cards are commanding cards of that suit and will of themselves catch the bishop. The general summing up of the rule on discard is,—discard from that suit of which the bishop is not yet played, and in which you hold not more than three cards. Notice that a players discard must be negative evidence that he does not hold the bishop of that suit, of which he threw away a card.

ON TRUMPS

Authors on old whist tell us that the management of trumps is the most difficult of any at table and a complicated net-work of leads, and signals to lead, has been

constructed, most perplexing and difficult to moderate players. Many a game is lost, whist authors affirm, by the player who, at his wits end throughout the first half of the hand, stumbles at last, confused and uncertain over the right play of trumps. In Bishops whist this complex system of play and echoes cannot be put into practice, nor do disastrous results follow the indescriminate play of trumps. The use of trumps assumes simple phrases, which plays are nothing more than to capture tricks, as circumstances may demand and withall to hinder the opponents from saving their bishops.

TRUMPING FOR PARTNER

When your right hand opponent leads a card of any suit of which you are void, and at the same time you mistrust your partner may hold the bishop of the suit led, you put your best trump on the trick. The sense of such play being, of course, that you capture the trick at once, when partner may put his bishop on your trump, thus securing the bishop. There are sometimes exceptions to this rule, as, when you hold the bishop of trumps and only one or two other trumps, when to play a trump in such case would be to unguard your bishop.

PROPERLY ONLY TWELVE TRUMPS

Since the knight ranks as a tenspot, only in the non-trump suits, and claims no rank whatever in the trump suit, it follows without argument that trumps are only twelve cards long the, 2, 3, 4, 5, 6, 7, 8, 9, bishop, q, k, ace, twelve cards in all. True the knight may rank in the trump suit and in all other suits in fact in the last or thirteenth trick, being then supreme card over all others. But the sense of a trump card must be taken as a card which can be used as a trump throughout the play of the entire hand, or practically all of it, hence the trump suit can be said to be but twelve cards long.

THE SOMETIMES HALF KINSHIP OF THE KNIGHT TO TRUMPS

The knight bears a pretty half relation to trumps and to all the suits in fact. Keep in mind the knights peculiar prerogative i. e. When you hold only the bishop of the suit led (and at same time a knight) you may deny to play your bishop and play a knight, Then when you take up you hand and see both bishops and knights keep in mind that if hard pressed to play your bishop, your knights belong to the bishop suit and and may be played in lieu of them, thus lengthening out the suit.

NO ESTABLISHING A SUIT

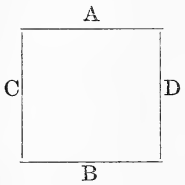
In old whist when you hold several cards of a suit, five or more, you proceed usually to disarm the opponents by drawing out the trumps, when you lead your suit, and since trumps are now all played, your suit captures perchance six tricks. This method of play is called "establishing a suit" and forms a great backbone system of play in old whist around which are grouped many strategies and comlications. The peculier rank of the the knight in the new game as well as the motive to play at once high cards of any suit to catch the bishop precludes if not obliberates the semblance of any such play. Keeping in mind the fact that any knight ranks as a tenspot in any suit which may chance to lead, except trumps, and as you may at will hold one or more knights throughout the entire play of the hand, never being obliged to part with them, it follows clearly enough that generally there are four cards any one of hem which may rank as a tenspot in any non-trump suit which leads. Very plainly now: you are dealt six diamonds, the 5, 8, 9, q, k, castle-ace. Very well! You play castle-ace, then king, then queen. Partner leads trumps

and exhausts them. You now get the lead and play the 9 of diamonds. Trumps are now exhausted and your 9 so played, in old whist, would be as good as a trump. Not so in the new game for perchance your left hand opponent having now no diamonds is of course at liberty to play any card of any suit he pleases. He then drops a knight on your 9 of diamonds *perforce* it captures the trick because any knight ranks as a tenspot in any suit that leads, except trumps. In order to establish a suit in bishops whist you must exhaust the suit with small cards and remain with high cards, such as bishop, queen, k, ace, cards that outrank the knight.

There is however such practical play as establishing the trump suit, and it may be said to happen occasionally. Suppose you held six trumps, the 2, 3, 4, q, k, castle-ace, you play the three highest cards and clear out the suit, when you lead the 9. Your left hand opponent now holding no trumps may play any card of any suit, and he drops a knight on the trick. The knight is valueless in this instance because the knight holds no rank in the trump suit, except in "thirteenth trick"

BISHOPS WHIST

A hand will now be played. The players are seated at the table in order, C to deal.



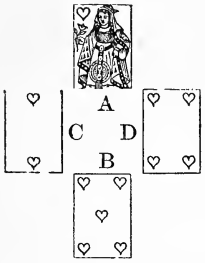
The cards having been shuffled, C lays the entire pack upon the table, at his right, within easy reach of his right hand opponent who lifts a portion of the cards (cuts) raising more than four cards in this act of cutting, C takes the topmost card of the packet underneath and lays it face up in the center of the table in plain view of all. This card proves to be the 5 of clubs and designates the trump card and suit for this hand. C now proceeds to deal the cards, one at a time, beginning at his left as in old whist and dealing around thirteen cards to each player. The last card in the packet falls to his right hand opponent, when C draws in the 5 of C leaving this card face up on the table until after the first trick is played for A to lead.

	A's Hand.	B's Hand.	C's Hand.	D's Hand.
h	queen, bishop,	castle-ace, 9, 6, 5,	2, 3,	king, 4, 7, 8,
d	castle-acc, bishop, 4	8, 9,	king, queen, 3, 5,	2, 6, 7,
c	8, 9,	bishop, 3, queen,	castle-ace, king, 4, 5	2, 6, 7,
s	castle-ace, 2, 4, 6,	king, 5, 7, 9,	bishop,	queen, 3, 8,
	Two Knights.		Two Knights.	

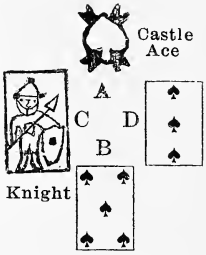
Notice that C holds only the bishop in spades, but the two knights make the suit *three cards long*, in case C wishes it so. When the S suit comes around C may (at will) make the "knights revoke" twice A also holds two bishops poorly guarded,

(hearts and diamonds.) The two knights assume kinship with the bishop, when no card of the bishop's suit remains, but the bishop, as we shall see.

Trick 1, A to lead.



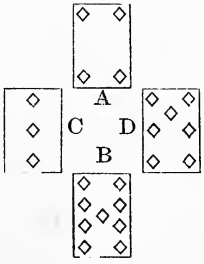
Trick 2, A to lead.



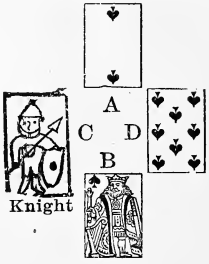
A leads queen, D plays 4, B plays 5, C plays 2.—This trick goes to A—A led queen in hopes to get out the castle-ace and king on the first round when he could have saved his bishop on the second round of the suit. Were it not for the knights his bishop would now be absolutely without protection.

Trick 2. A leads castle-ace, D plays 3, B plays 5, C plays knight, A's object in leading castle-ace of course was to catch the bishop, B since he held no other cards of the spade suit but bishop, executed the "knights revoke" thus proteting his bishop.

Trick 3, A to lead.



Trick 4, B to lead.

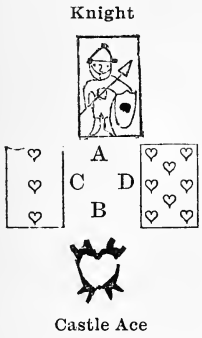


Trick 3 goes to B, cheaply enough. All the players understand that the lead of a low card early in the hand indicates one of two things viz., that the leader has the bishop of that particular suit or that his holding is characterized by great poverty.

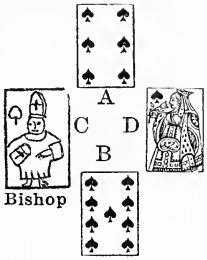
B leads king of s. C plays knight. A plays 2. D plays 8.

Trick 4 goes to B—Here again we see how valuable a card the knight often becomes for C has refused to part with his bishop and sacrificed a knight in lieu of bishop (knights revoke) All the players know to a certainty now that C has the bishop of spades.

Trick 5, B to lead.



Trick 6, B to lead.

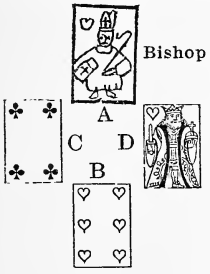


B leads castle-ace. C plays 3. A plays knight. D plays 8.

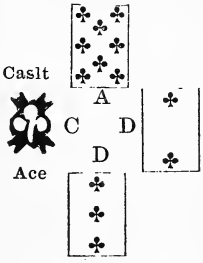
Trick 5 goes to B. B plays castle-ace of hearts with the sole object of catching the bishop of that suit. A having parted with his queen in the first trick has now no cards in hearts but the bishop and holding two knights he very properly makes the knights revoke. This saves his bishop for the time being.

Trick 6—B leads 9 of s. C plays bishop, A plays 6, D plays queen. This trick goes to D as the queen outranks the bishop. Trick 6 shows the sometimes evil attending the play of a low card as opponents will sometimes make the bishop.

Trick 7, D to lead.



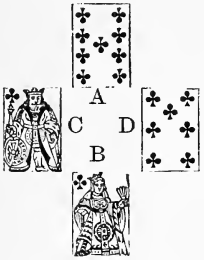
Trick 8, C to lead.



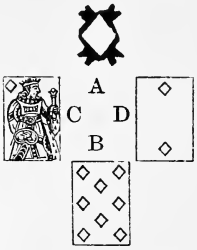
Trick 7.—D plays king of h, B plays 6, C trumps, A plays bishop.—This trick shows the proper use of trumps, i. e. to play to catch opponents bishops, C takes. A might have kept his bishop and again made the knights revoke, i. e. played knight in lieu of bishop, but it is well worth considering whether you part with your last knight to save the bishops. Recollect the knight is the supreme card in last trick and A also holds bishop of diamonds almost unguarded and may yet need his last knight to protect that bishop.

Trick 8.—C leads castle-ace, A plays 8, D plays 2, B plays 3, C is simply swinging to catch the cardinal. This trick goes to C.

Trick 9, C to lead.



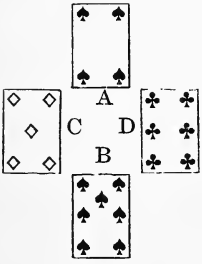
Trick 10, C to lead.



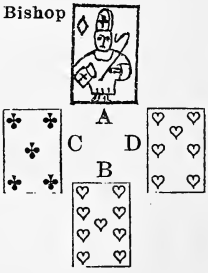
Trick 9.—C plays king of C, A plays 9, D the 7, B the queen; C takes. C continues to swing for the cardinal forcing B to part with his queen of trumps. The bishop of trumps now remains as the best trump not played and can B get a chance to lead him before the thirteenth trick comes off he may save him. In the maelstrom of last or fortunes trick, so soon now to occur, chance fortune will dispose of B's bishop unless he makes good haste to secure him at once.

Trick 10 goes to A as castle-ace outranks king.

Trick 11, A to lead.



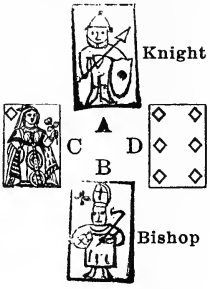
Trick 12, D to lead.



A leads 4 of s, D plays 6 of c, B 7 of s, D 5 of D. This trick goes to D who makes haste to play a winning trump, when he can, as trumps to win must be played before "last trick" as then, the knights outranks all cards of whatever suit.

Trick 12. As A had no spades he was at liberty to play either knight or bishop, on this trick. He knows that only one knight remains unplayed, that that knight being in his own hand will certainly capture next trick. He also understands that bishop of trumps is yet unplayed and consequently that although he loses a bishop on this trick he captures another one in the next trick to conpensate. This trick very well illustrates the interesting and somewhat dramatic situation that concenters about twelth and thirteenth trick If A plays knight on this trick, in lieu of bishop, he loses both tricks, and also the bishop of trumps which is sure to come down on last trick.

Trick 13, C to lead.



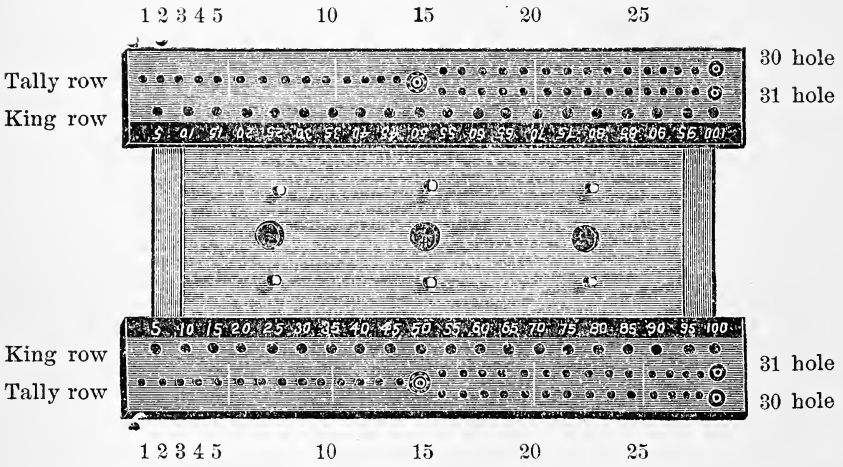
C leads queen d, A plays knight, D plays 6 of d, B plays the cardinal.

A's knight captures the cardinal with "last trick". In case no knight had been played on this trick the cardinal would have taken the trick as when no knights chance to be dropped on "thirteenth trick" the cards retain their usual rank with trumps the superior cards.

ROQUET.

[DANA'S PAT.]

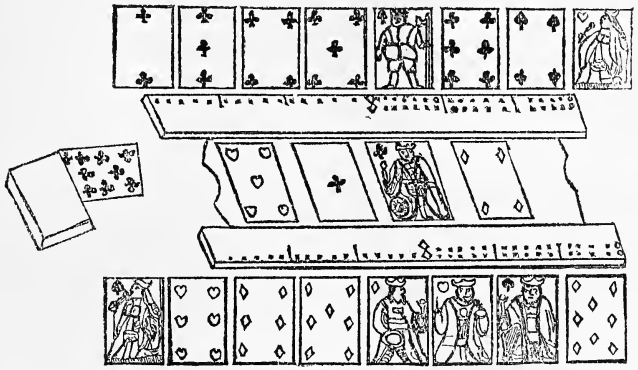
NOT A GAMBLING GAME.



Roquet is a two handed game of 100 points to the game and is played with a full pack of 52 cards. The score is kept with pegs on a board 13 inches long by 8 wide, as shown. The middle space on this board is called the *livret* space because four cards are laid thereon, face up, at each deal. There are six little posts about 1-4 inch high on this space put there to keep the four cards alluded to apart.

On either side of this middle space is seen two strips of wood about two inches wide, each pierced with the same number of holes in exactly the same order. The inside row of holes is larger. numbered from 5 to 100, and named the king row each hole on the king row represents 5 holes on the smaller row. The outside row of holes on each side is smaller in size and numbers exactly forty five, all counted, and is separated into divisons of 5 holes like a cribbage board. Notice that this outside row is single from the 1st up to the 15th hole, from there out to 30th the holes are double. This row is called the *tally row* because the count for each hand is kept on it. After the play for the hand is over each player counts up the number of holes he has won on the tally row and for every 5 points he has there gained he takes one hole on the king row. Suppose you played a hand in Roquet and won 25 points, keeping the score on your tally row; when the hand is played out you move your king peg to No. 25, then set your tally peg back as at the beginning, ready to score the count for a new hand. Your antagonist makes up his count in the same way on his side of the board. Suppose he had made 35 points

in the play of the same hand he would set his king peg on 35, and then set his tally peg back ready to score the count for a new hand. Thus you see the tally peg goes back every hand, but the king peg never goes back.



Eight cards are dealt to each player and at the same time four cards are laid, face up, on the middle of the board. A trump card is then turned as shown. The game consists in the play for tricks, and after that, discard. Two cards make a trick and in the play for the trick the ace is the highest card, king next, queen next, and so on down as in whist. Trumps are superior to all suits. After taking a trick, and *never before*, a player may take pairs, sequences, flushes, etc., out of his hand and discard them, thereby executing high counts. A cribbage player can learn Roquet in one evening.

THE ROQUET BOOK

The Roquet book is gotten out on a new plan so designed as that any one can learn the game from the book alone. It begins with simple illustrated lessons showing all the counts in the game, and from that goes on with illustrated hands played out by A and B. In these printed hands contained in the last half of the Roquet book, every move the player makes beginning with the cut for deal, every trick card played, every discard made, every hole in which the players stick their pegs, in fact, every move in the game is exactly and explicitly printed out. All two players have to do is to seat themselves place the board between them, cut, deal and then go on and play being guided wholly by the printed instructions in the Roquet book. Six hands are thus played out, great pains being taken that in these hands all of the salient features of the game be brought out. We say to you and to the world at large, "Anyone can learn Roquet from the book without one word of verbal instruction from anyone." Do you wish to devote one evening to learn Roquet?

The Game

The constitution of Roquet admits of three subdivisions of play; primary play; second degree, and great campaign.

Primary Play

This is the simplest play known to the game and consists in the play for a quick *coup*, or "out," on pairs flush etc; the play for the 15th hole, or 15 hole and

"out," at the same time. Beginners must always acquire this play as a stepping stone to higher achievements. This easy play makes up what might be styled the every day life of the game for the majority of hands dealt out are best adapted to such play. Beginners get it into their heads that primary play comprehends the entire outline of the game, little dreaming that *coup*, or "out," has its opposite play, i. e., up the board. Primary play is easily learned, has so many pleasing combinations, allows such freedom for choice, is so sprightly, affords such multitudinous combinations and surprising *contretempes*, that it is pronounced thoroughly enjoyable, and quite suffices of itself for the body of Roquet players. Many play the game always on these simple lines, indeed Roquet may always be played so and its highers possibilities ignored and dragged down to the level of the commonplace. This is the result of a lack of penetration or ability to perceive the more brilliant strategies for if the players are unable to discern or calculate great campaigns, they must *perforce* adopt lesser strategy. Still it must always be kept in mind that for all primary play appears so simple it may and often does, rank as first class play, all depending upon the one fact of whether such simple play be executed rapidly or not. Then it can be said in Roquet that one may adopt simple methods of play and provided you are able to execute those manoeuvres quickly they merge into the most brilliant play in the game Needless to say that a quick *coup* on pairs beats any sort of higher play if the higher play be delayed in execution.

SECOND DEGREE

By this expression must be understood such methods of astute play as call for deeper insight into the structure of the game and which demands more skill to execute; such methods as are but rarely comprehended by moderate players. Second degree takes in the play for the trump card in pairs or sequences, the play for the "big out" as well as the management of four cards of a kind, and the complications grouped about the conjunction at 15th hole.

Many who fancy themselves good players dull here in second degree lines. Most beginners on attempting the "big out" and getting left with a fist full of trump cards which now only go across the table to swell opponents pile of game cards abandon this line of strategy and play there trump cards for tricks. Nevertheless, second degree ranks high in the arena of Roquet strategies and in the hands of able tacticians offers at times brilliant fields for generalship; attempted by inexperts it too often turns out a lee shore to wrecked fortunes.

THIRD DEGREE

Comprehends the "great campaign" i. e., to win 15th hole first, refuse the trump card, go on and win 31st hole before the opponent can gain 15th, when you score 9 points to 40th hole; the story of your generalship is yet but half told for you now stand close up to 46 hole, i. e. (15th hole on the home stretch) which when gained gives 10 points, sending your peg on to 56 hole when if you count "most cards" you achieve 61 or more points in the hand, thuscompleting the most brilliant manoeuvere possible in Roquet. Most players on gaining 15th hole fancy that, of course," they must pull the "Trump Card" little dreaming that, sometimes, on that card hinges a possible score of 61 points, as against 25 or possible 28 in the hand. Beginners do not easily comprehend this great *coup* nor is it best to attempt to teach them at first. In fact very few Roquet players rise equal to a clear understanding of the chances which render probable this best play. One might as well look for statesmen among the little-tattlers of a country village as to search among

moderate players for one capable of weighing the possibilities of this coup. To be able at all times to calculate the chances of executing the "great campaign" alone stamps the thoroughbred Roquet player.

SCIENTIFIC ROQUET.

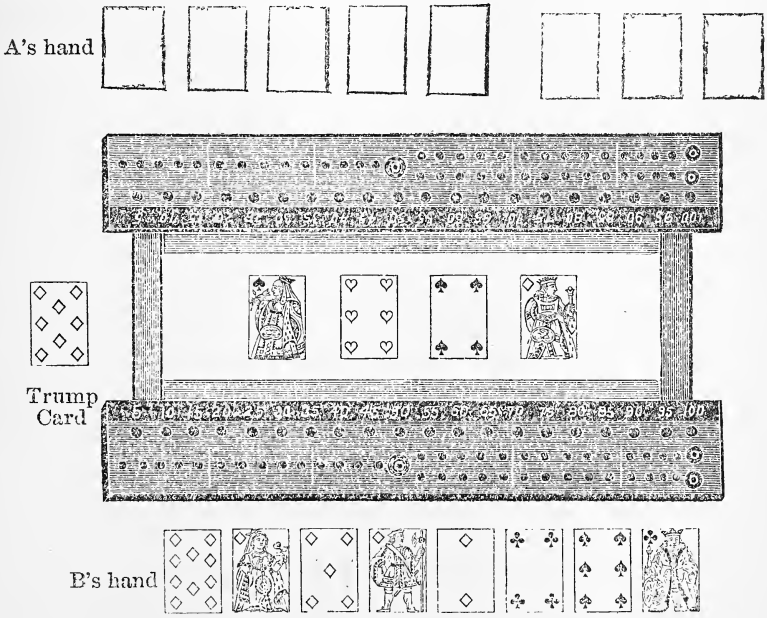
An advanced work on the game: treats of all the higher branches of play, such as moderate players do not comprehend. Do you wish to accomplish yourself on all the constitutional methods and rulings as promulgated by the author. If you do, remit 35 cents and we mail you a copy of Scientific Roquet. We do not care how long you have played Roquet, we propose to give you pointers, that is our business. The work will be out soon, on extra heavy paper, tinted covers. Particular pains has been bestowed on "second degree" "great campaign," the play of hands containing four of a kind involving *petit check*, as well as the complication grouped about the conjunction at 15th hole. Recollect that Scientific Roquet treats of phases of the higher play that are not developed in the Roquet book. If, however, you do not wish for a Roquet board remit 25 cents and we mail a copy of the Roquet book.

THE PRETTIEST WAY TO LEARN ROQUET

Is for three or more persons to learn together. Let two players seat themselves, the board between them, deal and handle the cards while another reads off the lessons in the Roquet book. In this way three, four or indeed a room full of persons can all learn the game together.

THE PRIZE 5.00 GOLD PIECE ROQUET HAND.

A's hand shows only the backs of his eight cards; B can guess what cards A holds as well as you can, and that is not saying much.



We have a $5.00 gold piece, U. S. mint, 1882. We offer this prize to any chess, whist or other club in the U. S. (outside the limits of Vermont) who, before Jan. 1. 1900, purchases one of our crown Roquet boards (together with the Roquet book) and who *first* sends us the best explanation for the play of B's hand, based on the three postulations which follow. Answers must be given to all the queries, 1, 2, 3, in order, written in plain hand, and not exceeding 100 words to each query. Printed slips will be sent to all competitors giving winning reply, and name of winning club. All answers must be in before July 1, 1900 and addressed to Author of Roquet, Northfield, Vermont.

This prize will be augmented at the rate of 25 cents for each club that competes, over twelve in number, up to fifty. That is there will be a $5.00 gold prize anyhow, in case only one club enters the contest. In case fifty clubs compete, thirty-eight clubs over twelve, at 25 cents each would amount to $9.50. which, added to the original prize of $5.00, sums up $14.50, cash. This offer is open only to the clubs of the U. S.

Position of the tally pegs——A's in 1st hole——B's in 3d.

1. A leads queen of clubs,—How should B play and why?

2.—Suppose A first lead be the 9 of diamonds; B then plays the 4 of clubs; A takes the trick, scores 1 point for it, and raising the king of diamonds from the *livret* discards, a pair of kings royal, five points, scoring to 7th hole; B's draw card after this trick is the queen of hearts; A now leads for the second trick with the 7 of diamonds. How shall B play and why?

3. Put the cards back as at first dealt. A leads queen of clubs, B takes with king of c and raising the 4 of s from the livret pairs it with the 4 of clubs in his hand, scores 2 points for a pair, sticking his peg at 6th hole; B's draw card now is the 7 of d. What brilliant lines of play are now open to B?

ROQUET BOARDS, (PAT'D.)

Drummer.

Tally boards 10½x1¾. The smallest board we make, but it is large enough. Embossed over 15, 30, and 31st holes. Figures over king row in gilt or yellow. Bottom piece handsomely finished. *Livret* space in green. A board to take along in your grip. We got out this board for the drummers to play with the Sabbath school teacher when the sermon got wearisome. Pegs are wood so in case they fall on the floor will not disturb the preaching. The cheapest thing out in way of a game apperatus since Balaam smote the ass. This board takes the narrow cards 2 1-4 wide. We mail a handsome pack to fit this board at only 25 cents. By mail $1.00, by express 85 cents.

Princess.

Same size as drummer. Subdivisions on the tally row separated by gold plated strips. Has handsome disk over 15th hole. Figures over king row in gilt. *Livret* space covered with plaited paper in red, blue, or green and gold, heavily varnished. Bone posts set on gilt disks on *livret* space and nickeled tacks to keep the cards from wearing the paper. Pegs are bone and handsome enough. Set of pegs by mail, 10 cents. We mail a handsome pack of cards to fit this board at 35 cents if desired. A handsome board, just the thing to take along in the parlor car, or to the picnic. Absolutely the newest thing since the Spanish fleet fired at Noah's Ark and hit the coast of South America. By mail $2 25; by express $2.00.

EXCELSIOR, A.

Tally boards 12x2. Figures over king row in yellow. Embossed over 15th, 30th, 31st holes, bottom piece finished in laqeur. Wooden posts on *livret* space. A good solid, honest board and good size. Never has been beat since the days when Noah was fined $16.51 for keeping wine with intent to furnish. By mail $1.10; by express 90 cents.

EXCELSIOR, B.

A trifle longer; has handsome wide figures over king row and gilt disk over 15th hole, has extra peg hole to station pegs in before the game commences; pegs are wood. By mail $1.25; by express $1.00.

EMPRESS A. (LADIES' PARLOR).

Tally boards 12½x2½, cherry or maple. Gilt devices over 15th, 30th, 31st holes. Large handsome figures in gilt over the king row. The edges of the tally sides are bordered with stripes of gilt and red paper, and the subdivisions of the tally board divided with the same paper, heavily varnished with white hard varnish. *Livret* space covered with gilt and red, blue or green paper, also heavily varnished to prevent wear. Bone posts set on gilt disks or fancy nickled bars on the *livret* space; beautiful white pegs which cannot be beat; set of pegs 12 cents, Combines size, with beauty and a complete verification of that old adage. "A thing of beauty is a joy forever." Doubtless Methusaleh would have lived 1200 years had he but owned one of these boards and even Job mid all his sorrow might have opened his mouth and grinned like a Nile crocodile. By mail $4.00; by express $3.50.

EMPRESS B.

Same size and style as Empress A. Tally boards white and laid over with bright red paper in gilt. A bright showy board.

OUR STANDARD CLUB BOARDS.

DICTATOR.

Tally boards 13½x2 1-4, large enough for club use. Tally row subdivided by stripes of gilt paper, heavily varnished. Gilt disks over 15th hole. Large gilt figures over king row. Wood points on *livret* space. Has extra peg hole to set the peg before the game begins, separated by a bar. Pegs are bone. We regret that Job could not have owned one of these boards. Modern civilization has not produced the artist who has penciled Job and his three friends seated under a palm tree playing Roquet. This board by express $1.75; by mail $2.00.

CROWN PRINCE.

Tally boards over 14 inches long. Figures over the king row set on a narrow strip sunk 1-16 below the surface which prevents wear. Holes on the king row 1-4 inch in size. *Livret* space covered with paper in gilt and red, blue, or green, heavily varnished. Posts on the *livret* space large and topped with nickle heads. Tally row subdivided by fancy nickled bars. Pegs are especially turned for this board. Has extra peg hole on tally row, separated by a nickled bar. We got out this board for the gods on Mount Olympus to play on. Since Roquet has been in-

troduced at Delphi, strife has ceased in Greece for since the world cannot play Roquet and fight at the same time, peace of very necessity doth reign.

It has been suggested that this board might have been introduced into the garden of Eden as a means or doing away with strife, sin, and temptation, and in such case the old time record might have read: Adam and Eve passed the day without guile, innocently engaged in playing Roquet. Crown Prince board by mail $3.50 by express $3.00 We make this board in another style with gilt paper subdividing the tally row, tally row heavily varnished.

We cannot give cash prizes and a discount on our boards. The Roquet book contains 32 pages 8vo fully illustrated by card cuts. Sent by mail on receipt of 25 cents. All communications addressed to

A. T. DANA,

Northfield, Vt.

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